

Qualifications & Capabilities

- **Work in various aspects of cognitive bias & games**
 - Computational modeling of bias (Briscoe & Feldman, 2011)
 - Implementation of bias in virtual/real robots
 - Virtual World experimentation
 - Belief Interaction => Debiasing
- **Human-subject experiment design**
- **Empirical data analysis**
- **Large amount of organizational knowledge: interactions across GT**

Seeking to join a team with experience in:

- **Gaming and game platforms**
- **Training, scenario development**
- **Intelligence Community**
- **Others..**

Research Areas of Interest

- **Computational modeling of**
 - **Concept learning**
 - **Decision-making**
 - **Reasoning**
- **Experiment design**
- **HSCB applications**
- **Visual perception**
- **Social Computing**
- **Serious Gaming**